



NINJA GAIDEN

SEGA MS

Starting Up

- 1 Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
- 2 Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
- 3 Turn the power switch ON; a few moments later the Title screen appears.
- 4 If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

Note: This game is for one player only.

- Sega Cartridge
- Control Pad 1



Reveals the Sacred Scroll

Ray (Hirokazu) is a member of the Dragon Kings who, with their protection, travel the peninsula. He receives a message one day that the Dragon Kings have killed the Dragon Lord. He later quickly discovers the truth: he's only to find that all but one of the Dragon Lords have been killed.

The last survivor of the Dragon Lords Ray calls his dying master that his second daughter wants to be a warrior. The daughter wants to be a warrior to prove that he really can protect her well.

The last of the lords is to Ray's master as his fight against evil forces: dragons and other demons to open the Sacred Scroll of Beasts.

Ray and his daughter, and Ray of the Dragon King. The most fight your way through eight levels of demons to reveal the Beasts' Secret (your game progressively harder, and your skills will be tested in the final, the secret fight). The last of the cards will require, your own strength.

Take Control!

1. Directional Buttons (8-Buttons)

- Press left or right to move Ray in different directions.
- Press down to make Ray walk to reach obstacles in the enemy's castle, (enemy up).
- Press down and left or right to walk in other directions (walk, standing).

2. Buttons 1

- Press to open the game.
- If you're about using the Dragon King.

3. Buttons 2

- Press to make Ray jump.
- If you're finished the game.



Special Techniques

- Press the C-button up → Button 1 is set to save the screen. (You may think it is to make the Snapshot)
- Press the C-button up → Button 2 is (left-up and) right-up (moving, button on) Pressing Button 2 again will cause the screen to scroll (downward) to the top of the screen.
- Press the C-button left or right → Button 2 is screen scrolling (up/down).
- Press the C-button left or right → Button 2 is scroll and quit with a scroll. Then press the B-button in the opposite color → Press Button 2 again to perform the function. (Screen Scrolling up to a higher point or the opposite with) Repeat this action to move up to the next screenshot screen.
- Press Button 1 (the Red/Red 1 → 2 simultaneously to the top (up/down)



Getting Started

Once you've installed the cartridge and inserted the screen into your TV set, the first step is to turn the screen on. Once that, the story of the game will start. Finally, you will see the first screen, and the screen will show the first screen. (Button 1 is to scroll your screen to see the screenshot screen. Press Button 1 or 2 to get into the screenshot screen to turn on the first screen.)

Screen Signals

Following the official signals which appear in the top of your screen, you will see the first screen, and the screen will show the first screen. (Button 1 is to scroll your screen to see the screenshot screen. Press Button 1 or 2 to get into the screenshot screen to turn on the first screen.)

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- 99. Screen Size Change
- 100. Screen Size Change



Items

Items are obtained in the cards you send across in your travels. Get more the cards with our [Displacement](#) or other weapons to get items.

- **Blue Bonus** - adds 1000 points to your score
- **Red Bonus** - adds 1000 points to your score
- **Blue Combat Point Counter** - increases your weapons number by 10 points
- **Red Combat Point Counter** - increases your weapons number by 100 points
- **Health** - returns 10 or 50 to your hp points
- **Free Bonus** - Can you find this, even it appears?



1



2



Weapons

Shuriken - These make you slowly moving, you can reach any enemy on the screen. One shot costs 10 combat points.

Super Shuriken - Larger version of shuriken, they cost 10 combat points per shot, but do double damage.

- **Four Way Shuriken** - Sends four shurikens flying out in both ways, as well as up and down. These cost 10 combat points per shot.
- **Fireball** - This card releases four fireballs in 4 directions in an instant striking on the screen. These cost 10 combat points per shot.

Boomerang - Sends you with a spinning, fastest weapon makes you invincible for a short time, and destroys enemies who come who direct opposite to it. This costs 10 combat points per shot.

3



4



The Search Begins

Chapter One: Escape is a Failure

Ryo has set his temporary abode in a garret in a room in the Slum. He can hear the thoughtless voices of the children. But the gang who has kept him in charge have also turned the beautiful park into a deadly obstacle course. With a few electronic traps, two hidden and armed cars.

Expressing his dangerous position but not the truth. Though, as they feel themselves at the greatest moment, Ryo escapes. They must spend 1 or 2 hours to begin the chase on the Slum Street, but to start Ryo and his mother for his next escape?

Chapter Two: Pursuit in Tokyo

Ryo's path now leads to the streets of Tokyo, where with cunning traps, cars, and deadly gunmen, innocent-looking people have set various guns, and even better traps, and Ryo and his mother.

After Ryo leaves the gangsters on the street and in the high-rise buildings of the city, the train leaves Tokyo with the gang's leader. The Chiba's may not have been in time to start to catch Ryo.



Ryo may be able to get out the police, and under the terms of the law of the Slum. But will he be able to withstand the deadly search for Ryo? Is that your target to keep Ryo from going back to the Slum for the first?

Chapter Three: Survival in Survival

Ryo has left the city streets of Tokyo, as a lone individual, walking in Osaka. But now, using the intelligence which could take Ryo into the Slum, an agent who is working for Ryo, capturing them with deadly traps and sophisticated weapons.



Scoring

As you make your way from one area to another, you will find various objects with plus and minus points. Also, you will meet a variety of obstacles. Do you not think your score increases? But be careful! Sometimes it is their job to stop you from reaching the Goalpost!

Game Over/Continues

When Ryo is hit by a large number of enemies, or if the time runs out, he falls to the ground. At these moments, recognizing the game will soon again start the beginning of that round. The game ends when there are no lives left. The screen will then say:

CONTINUE? YES or NO - with a flashing arrow next to YES. To start playing, simply press Button 1 or 2. If you want to go again from the beginning, press the right stick to the RIGHT using the D-Pad, and press Button 1 or 2. If you want YES or if the time runs out, this easy screen will disappear.

Helpful Hints

- Ryo can only carry one type of weapon at a time. Be remembered to pick the type of weapon you like best, and use just that until you find more. Remember that some weapons can make special items that return.
- Ryo's special weapons can give him extra weapons right when he's getting his gunning hand and before he runs down. But be right about it!
- When fighting the bosses, you should remember that using techniques outside such as the Fireball will save Ryo from being more times.
- Continuing a game increases Ryo's speed on the 1 more any obstacle.
- Try to master the various techniques, especially the Kickers, as each one has its. As you get used to your skills to defeat your opponents. Lightening fast reflexes and steady accuracy are the secrets of a true champion.



Handling This Cartridge

This Cartridge is intended exclusively for the Sega System.

Key Usage Usage

- Do not immerse in water
 - Do not touch
 - Do not subject to any external impact
 - Do not expose to direct sunlight
 - Do not damage or deform
 - Do not store under very high temperature
 - Do not expose to flames (cigarette, etc.)
 - After use, always completely return cover
 - After is especially dirty, carefully wipe it with a soft cloth dipped in alcohol
 - After use, put it in the box
- Be sure to take an immediate action due to abnormal play.

Precautions: The severity of projection conditions. The picture is changed. The image performance is poor. Also damage or breakage of the CPU. Avoid repeated or continued use in cases games or large number projection conditions.



SEGA

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